Name:		
Enrolment No:		**UPES** UNIVERSITY WITH A PURPOSE

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
End Semester Examination, December 2019

Course: Advance Game Programming   Semester: VII
Program: B Tech CS in GG & MC   Time 03 hrs.
Course Code: CSEG471   Max. Marks: 100

SECTION A

S. No.		Marks	CO
Q1	Explain how to change the pivot point of a game object in Unity.	4	CO2
Q2	Differentiate between strong typed languages and weak typed languages? Write down one example for both?	4	CO1
Q3	Explain the three types of asymptotic notations with their symbolic representation?	4	CO1, CO2
Q4	Illustrate the importance of feedback in terms of Game Play?	4	CO4
Q5	Justify how adding infrastructure can assist in debugging computer games?	4	CO3

SECTION B

Q6	List and describe few characteristics of a modern computer games?	10	CO4
Q7	Explain how game engineering plays important role while designing a computer game?	10	CO5
Q8	Describe how game design plays important role while designing a computer game?	10	CO4
Q9	Demonstrate the utility of Generics in C# with code? OR Describe the points taken in consideration while designing game interactivity?	10	CO3

SECTION-C

Q10	Explain how can we asess the importance of debugging process? How popular IDE tool like Eclipse take care of debugging a code?	20	CO2, CO3, CO4
Q11	For a game involving jumping, write code snippet for moving a character and colliding it with object. **OR** Explain scripting flowchart with proper diagram with the help of an example involving the turn based role playing game?	20	CO3, CO4, CO5